

# The American Go Journal

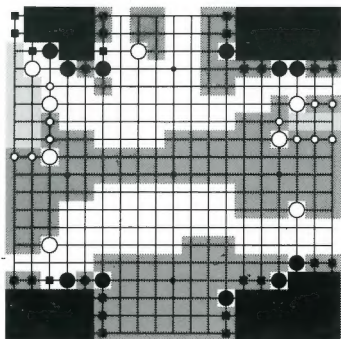
Volume 29

Number 4



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# The American Go Journal

Volume 29

Number 4

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**GO IS . . .** an ancient board game which takes simple elements — line and circle, black and white, stone and wood — combines them with simple rules and generates subtleties which have enthralled players for millennia. Go's appeal resides not only in its oriental elegance, but also in practical and stimulating features in the design of the game.

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Beyond being merely a game, Go can take on other meanings to enthusiasts: an analogy with life, an intense meditation, a mirror of one's personality, an exercise in abstract reasoning, or, when played well, a beautiful art in which black and white dance across the board in delicate balance. But most important for all who play, Go is challenging and fun.

**THE AMERICAN GO JOURNAL (ISSN 0148-0243)** is a publication of The American Go Association and offers instruction, commentary, news and articles of general interest about the game of Go. AGA membership and AGJ subscription is \$25/year. Copyright 1995 by The American Go Association. All rights reserved. Reproduction in whole or in part is prohibited. Back issues are \$20/volume. Write: AGA, Box 397, Old Chelsea Station, New York, NY 10113.

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The American Go Association is the national organization of US go players, cooperating with similar national organizations around the world. We:

- publish The American Go Journal and Newsletter
- maintain a computerized numerical rating system
- sanction and promote AGA-rated tournaments
- organize the US Go Congress and Championships
- distribute an annual club list and membership list
- schedule and organize tours of professional players
- work to develop a strong national network of clubs
- promote go and enhance public awareness
- develop projects to strengthen the US go-playing community

The AGA is working to let more people know about this wonderful game and to develop your strength and that of your opponents. Join today!

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# GO NEWS

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## US TAKES THIRD IN WORLD YOUTH TITLE

The 12th World Youth Go Championship, generously sponsored as always by the Ing Go Educational Foundation, took place from July 12-16 at the European Go Centre in Amstelveen, The Netherlands. In the Senior Group Final (under 16 years old) China prevailed over Korea, and in the Junior Group (under 12 years old) it was the other way around. Both finals were exciting games. The final in the Senior Group was decided by a big mistake of the Korean Kim Kang-Kun in the yose. Huang Yizhong (registered only as 1D!) took immediate advantage of it, and Kim resigned.

In the Junior Group Final, China's Yang Shuo, took an early lead, but in the middle game Korea's Lee Yong-Soo, took over and finally won by nine points.

The the winner of the play-off for third place in the Senior Group was James Chien of the United States (cobra on IGS), beating Tan Yee Fan of Singapore, who had unexpectedly qualified for the final day. James improved one place, after his fourth place last year. In the Junior Group, Chou Pin Chian beat the youngest participant in the semi-finals, Nao Mannami (age 9) of Japan. Both play-offs were decided at an early stage.

All in all the tournament was a big success. All players and team captains enjoyed their stay. The organization had provided lots of entertainment besides playing Go. It started on Tuesday with a picnic in the Amsterdam Forest. On Wednesday there was a canal boat tour through Amsterdam; on Thursday everybody went to see Holland on a tiny scale in Madurodam; on Friday one of the highlights was a laser game. On Saturday, the rest day, many participants took a trip to fairy-tale land — the "Efteling." On Sunday, the final day, spectators played simultaneous games against the professionals in attendance, Mr. Chun Sam Jho 7-Dan from Korea and Mr. Wu Yulin 6-Dan from China. Mr. Baik, 8-Dan from Korea gave live commentaries on the final game.

The publicity surrounding the event was remarkable. Besides articles in several newspapers and an interview with the Dutch participant in the Senior Group on the radio, the main Dutch TV channel covered the event on a special children's news show on Friday night. It appeared to be the perfect advertisement for the game of go. *(reported by Rob Kok on the Internet)*

## HANDTALK WINS FOST CUP, GETS 5K "RANK"

### Are Computers Learning to Play "Real" Go?

Fourteen computer programs vied for top honors in the first FOST (Fusion of Science and Technology) Tournament held in Tokyo on September 29-30. Chen Zhixing's *Handtalk* sailed undefeated through seven rounds to win first place. Second place went to Michael Reiss's *Go 4++*, while David Fotland's *Many Faces of Go* finished third, followed by Ken Chen's *Go Intellect*.

At other computers tournaments, such as the Ing Foundation's yearly Computer Go Congress, the winning programs have traditionally been handed crushing defeats by kyu-level human opponents. This year, after the programs finished playing each other, Tournament Director Richard Bozulich also arranged matches with human opponents for the top finishers, but with different results. *Handtalk* defeated a schoolgirl ranked about 5K or 6K by resignation in an even game, while the *Go 4++* and *MFGo* played at nine stones against university coeds of about 1D strength. *MFGo* won its match also. According to *Go Weekly*, *Handtalk* had its game won all the way. The tournament referee, Kojima Takaho pro 9-dan, awarded *Handtalk* a 5K diploma. *Go 4++* and *MFGo* received ranks of 7K and 8K, respectively.

The rankings awarded to these programs should perhaps not be taken too seriously. Kojima commented that he never played amateurs as weak as these, so it was hard for him to judge their strength accurately.

*Handtalk*'s Chinese programmer Chen Zhixing is in his mid-60's and said he had lots of time to spend on his program because he is now retired. He didn't put a lot of joseki into his program, but concentrated on middle-game tactics and strategy, dividing the board into groups of stones and analyzing them.

Ken Chen's *Go Intellect*, one of the pre-tournament favorites, suffered from obsolescent hardware. Ken said he had been too busy to upgrade, so he came with the same stuff that had done well last year, and found out what happens when the competition is running on faster machines. (*reported by Jim Davies*)

## ANOTHER GO SERVER

A group of programmers and enthusiasts led by Erik Van Riper has created another go server on the Internet. Since the group has had trouble coming up with a name, for the time being the entity is known as the "No Name Go Server" (NNGS). NNGS has been carefully designed so that the client programmers will not have to change their programs — it is a mostly IGS-compatible go server. The address is: [imageek.york.cuny.edu](http://imageek.york.cuny.edu) 9696. There is a "Ladder" system but no real ratings as yet. "Pair Go" is a fully

operational mode on the NNGS. If you have any problems or difficulties, e-mail to: [wgc@imageek.york.cuny.edu](mailto:wgc@imageek.york.cuny.edu).

## TOP CHINESE PRO TOURS US

Wang Runan 8-Dan, President of the Sino-Japan Friendship Qiyuan (Go Organization) and the author of several Chinese go books, toured the US earlier this summer. Starting in Los Angeles by playing an exhibition game with Yi-lun Yang (reported in the last issue), he headed for Rochester after a brief stop in New York, then on to Baltimore and Washington DC. After a stop in Denver, Mr. Wang finished up his tour by returning to Los Angeles.



Wang Runan visits the Rockies

In Denver, Mr. Wang played 11 simultaneous games, winning all but one, then visited the mountain home of Burt Simon in Silverthorne. He

toured Lake Dillon and viewed the Continental Divide, then played an exhibition game in which he gave J.H. Lee, the club's strongest player, two stones and scored an easy win. In Rochester he was hosted by Thomas Hsiang and followed a similar schedule, playing ten simultaneous games at the local Borders Books (and winning them all).

Mr. Wang played many teaching games during his tour. He also had his first opportunity to play several games on the Internet Go Server. He loved it! During the tour, Hsiang had three opportunities to play Mr. Wang taking Black only, twice on the IGS and once in person. Hsiang, who has won two IGS tournaments and this year's Ing Cup, prevailed in all three games.

The AGA is grateful to Yi-lun Yang and the Chinese Wei Chi Association for arranging this trip, and we hope for the opportunity to host Mr. Wang and other Chinese players at our chapters around the US.

## SF GO CLUB REOPENS

The venerable San Francisco Go Club reopened for play on Saturday, July 29. The new facility is a street level commercial location on the southeast corner of 31st Ave. and Balboa. Parking is much easier than at the old location. The club's new space totals 1300 square feet and is divided into one large and three smaller rooms, all of which are carpeted. On Thursday night Lloyd Gowen will host Kyu Night, giving lessons and



arranging for kyu players to meet each other for games and to have a chance to play Dan players, but the club is open every night with a host on duty. The club's no smoking policy remains in effect. Hours of operation are Monday through Friday 2:00 PM - 11:00 PM, and Saturday and Sunday noon till midnight.

The stream of famous profesional visitors through the doors of the SFGC continues unabated. Recent guests have included 9-Dans Jujo Jiang, Oyama Masao, Cao Da-yuan and Zhang Wen-dong; 6-Dan pros Maeda and Konagai; and Korean pros Chun Sam Jho 7-Dan and Jimmy Cha 4-Dan.

## GO IN PRINT

### Barnes and Noble Sells Out

The market for introductory go books looks pretty good to Janice Kim, who reports that Barnes and Noble started stocking her book *Learn To Play Go*, in stores throughout the country a few months ago. They've already sold out — twice!

## The Advantage of Playing First

Glance at the cover of the summer issue of *Chance*, the journal of the American Statistical Association, and you'll be surprised to find a fierce-looking go player staring back at you. (It's Sato Tadanobu, in a Kuniyoshi print depicting a famous episode in which Sato subdued his attackers, using a goban as a weapon.) Inside, in an article entitled "The Advantage of Playing First in Go", Jinho Kim and Hyung Jun Kim study the relationship between *komi* and Black's ability to win.

Kim and Kim collected data from 577 Korean pro games. Dividing players into groups based on their overall winning percentage, they found that the strongest players won more often on Black than White. "The problem", they note, "is how to propose a change when the effect of playing first is different for different players." One "theoretically possible" but impractical solution would be "*komi* discrimination" — in other

## COMPUTER SOFTWARE

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Go Intellect 5.0 (M)	\$59.00	\$1.50
Smart Go Board 4.1 (M)	\$35.00	\$1.50
Swiss Explorer 3.3 (M)	\$35.00	\$1.50
Many Faces of Go (P)	\$39.95	\$1.50
GoTools 1.1	\$59.00	\$1.50
GoRecord 1.0	\$39.99	\$1.50
Korean Yearbook (M, I) - 93	\$25.00	\$1.50
Modern Stars Series (M, I, W)	\$19.95	\$1.50
Kido Yearbook '90, '91, '92, '93, '94	\$39.00	\$1.50
Go Seigen on Disk (I,M)	\$45.00	\$2.00
Lee Chang-ho on Disk (I,M)	\$20.00	\$1.50
Sansa to Shusai 300 Yrs of Go (I,M)	\$30.00	\$1.75

Format: ☐ M-Mac ☐ I-IBM ☐ W-Windows ☐ Pen-point; Hobby/ Intel

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words, stronger players would give a larger handicap. But they also end up endorsing the idea of a 7.5 komi.

## NEW GAME REVIEW SOFTWARE

A full-feature demonstration version of John Fairbairn's new game-viewing program *Go Maximizer 2.0c* is now available by ftp from the go server ftp site [bsdserver.ucsf.edu](ftp://bsdserver.ucsf.edu). You will find it in the subdirectory *Go/prog* under the name *gmxdemo.zip*. You will need *pkunzip 2.04g* (also available by ftp) to unzip it. It runs under MS-DOS.

GMX offers extras to help you maximize your potential in an entertaining way — many, many maxims (proverbs, quotes by famous players, poems, quotes from the classics, etc.), biographies of all players, kanji for Asian players, Chinese and Japanese boards. Many games are commented.

A series of games on disk to review is in progress and will become available. Volume 1, *Collected Games of Honinbo Shuho*, is almost ready to ship. Volume 2, now in its final stages of preparation, will contain the *Collected Games of Huang Longshi*, the Chinese Dosaku, plus 50 games by Honinbo Dosaku. Both come with extensive text files and utilities and will be generously priced. ●●

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# INTERNATIONAL GO CENTERS OPEN IN SEATTLE AND NEW YORK

## *Mr. Iwamoto's Dream Comes True*

In the culmination of a quest that has proceeded for more than fifteen years, the Japan Go Association (Nihon Kiin) has established international go centers on both coasts to promote go in the US. A star-studded group of over thirty Japanese visitors, including more than a dozen professionals, joined throngs of locals players, observers and dignitaries at opening ceremonies in Seattle on September 16, and in New York on September 19.

Each site opened with a reception attended by a few hundred people, including a group of 30 visitors from Japan, among them Satoru Kobayashi 9-Dan, who currently holds the Kisei and Gosei titles and many other well-known pros. In Seattle, Mr. Iwamoto played a two stone game with local strongman Charlie Huh. In New York, he played an exhibition opening against Kobayashi. Yoshinori Kano 9-Dan, the author of the four-volume *Graded Go Problems for Beginners*, offered his comments. After the first few dozen moves he turned the microphone over to Shigeru Baba 9-Dan, the director of the Central Japan branch of the Nihon Kiin and the other 9-Dans in attendance, Yoji Ito from Chuubu and Susumu Fukui. Other pros attending both events included Nihon Kiin Board Member and longtime promoter of international go Yusuke Oeda 9-Dan, Nasaki Fukui 8-Dan, Suguru Umeki 7-Dan, Yoshiaki Nagahara 6-Dan (co-author of *Strategic Concepts of Go*), Kenji Kobayashi 6-Dan, Ms. Toshiko Oyama 4-Dan, Ms. Hiroko Shinkai 4-Dan and Yoshio Ito 3-Dan.

In the eye of this particular hurricane was Kaoru Iwamoto, the 93-year-old author of *Go for Beginners*, which, more than any other book, has popularized go in the West. Mr. Iwamoto has been visiting Western countries and teaching Western players for 35 years, and deserves much credit for the extent to which go has permeated Western culture. He donated the funds used to purchase both buildings. The elfin former Honinbo spoke briefly at both ceremonies, and serenely surveyed the proceedings with a look of deep contentment.

The Seattle Go Center is open from 11 AM to 11 PM every day, with a \$3 playing fee and various membership plans available. Business has been booming, even in baseball season!

The New York Go Center, to be known as Iwamoto Hall, occupies three floors of a well-appointed townhouse at 323 East 52nd St. on Manhattan's East Side. The main floor includes two spacious multi-use areas and a garden. The second floor includes a playing area large enough for about ten boards, and a professional area across the hall with one board and observer seating. Another playing area with a dozen boards is found in the basement, where smoking is permitted. Iwamoto Hall will open at noon



seven days a week. Beginner's classes and private lessons are available. (Call 212 223-0342 for details.) The charge for your first visit is \$5, and various membership plans are available.

## **MR. IWAMOTO'S IMPOSSIBLE DREAM**

Kaoru Iwamoto, whose passion for spreading go around the world is legendary, began his international travels early. His first trip to a foreign country came when he was only three years old, in 1905, when his family moved to Pusan, Korea. Eight years later, having learned go from his father, he returned to Japan and by fifteen had attained professional status.

In his late twenties, Mr. Iwamoto retired from professional go and moved to Brazil, deepening his contact with Western culture. In 1931, after two years, he returned to Japan to resume his career. Challenging Hashimoto Uтаро for the Third Honinbo title in the summer of 1945, he traveled to a little known city whose name would soon live in history — Hiroshima.



Kaoru Iwamoto 9-Dan

On August 8, as the two players resumed play in the second game, a bright explosion blew out the windows and knocked the stones off the board. Thinking that a munitions dump had been hit, they continued play, learning only later what they had witnessed — a nuclear explosion. Mr. Iwamoto owes his life to the local police chief, who insisted that the match be moved to the outskirts of town — and was himself killed in the blast. (See AGJ 19:4 for more on this story, and 20:1 for a remarkable reply from a reader.) Mr. Iwamoto went on to win the title, and defended it against the great Kitani the following year.

Mr. Iwamoto made his first goodwill visit to the West in 1960, and has visited the West many times since then. For years, it has been his fondest dream to make go a truly international game. He established go centers in Brazil and Holland. In the early 80's a center nearly came into being in New York, but the deal collapsed at the last minute. Now, with the simultaneous opening of two major go centers in the US, Mr. Iwamoto has perhaps won his greatest victory.●○

# RETURN TO THE EMERALD CITY

## Seattle Hosts its 2nd Congress

by Roy Laird

The 11th US Go Congress was held from August 11-18 on the grounds of Seattle University, located on a hilltop overlooking downtown Seattle and Puget Sound. Co-directors **Chris Kirschner** (who also directed the 1986 Seattle Congress) and **Bill Camp** get *big* kudos for choosing a site within walking distance of the Pike Place Market and the downtown area, leading to more excursions than usual for the average site-bound Congress participant. On clear days, participants were treated to the bracing, awesome sight of Mt. Rainier looming in the distance.

Indoors at the playing site, they enjoyed the usual non-stop circus of events and camaraderie. Tickets to Japan to play in world championships were up for grabs in the US Open, the North American Pairs Elimination, and the Redmond Cup; serious cash prizes produced serious top-level amateur play in the Ing Championship as well as the US Open; and with the plethora of side events — the ongoing self-paired handicap tournament, special evening events (lightning, small board, "crazy go", friendship matches, team go, etc.) — no one was at a loss for what to do for even one minute. More than forty people even signed up for Wednesday's "Die Hard" tournament.

### THE NORTH AMERICAN MASTERS TOURNAMENT

(directed by Chen-dao Lin)

The Big Event this year, surpassing even the US Open and the Ing Cup in player interest, was the concluding match of North America's first professional tournament, a best-of-three played under the "SST Laws of



photo by Sarah Small

**ING WINNERS:** From left, Ing TD Jeff Shaevel, Ing Cup winner Thomas Hsiang, Yang Yu-chia of the Ing Foundation and Jujo Jiang, the winner of the Ing-sponsored North American Masters Tournament



Goe" and sponsored by the Ing Foundation. The preliminary round-robin among the six qualified pros who entered (see last issue) ended with **Juho Jiang** 9-Dan undefeated, and **Jimmy Cha** 4-dan defeated only by Mr. Jiang. Ordinarily Jiang would have been declared the winner; but since the intent was to generate a title match, Jiang found himself slugging it out with Cha again. Cha, who has a nasty habit of upsetting 9-Dans in big games, did it again in the first round of the match, and the level of interest among the crowd rose perceptibly. But Jiang found the moves he needed to pull out the next two wins, and emerged the victor. (Game Records from several important Masters matches will appear in the next *American Go Journal*.)

A playoff format, which may include a few top amateurs as well, is being worked out for the coming year, and will lead to the selection of a challenger who will meet Jiang next year at the 12th US Go Congress in Cleveland and try to strip him of the title.

### **THE US OPEN (directed by Bill Camp)**

Over 200 players crossed swords every morning in their big game of the day, in the national championship. All week long, there were rumors of a new player in the top section of the big tournament who was beating up on everybody, and didn't look likely to lose any games. In the end, tall, slim, amiable **Danning Jiang** in fact won the US Open. Jiang, who managed the New York Go Institute on weekends last year, recently moved to Madison, Wisconsin. However, since only citizens can represent the US in world competition, next year's WAGC Representative will be **Thomas Ko** of Los Angeles.

### **THE ING CUP INVITATIONAL (directed by Jeff Shaevel)**

For this event, sixteen of the strongest players from throughout North America were invited to a showdown in which the prizes were actually larger than in the US Championship. Last year's top five players were seeded in, and the rest were selected by region, with two Canadian players. **Thomas Hsiang** of Rochester, who helped to negotiate the original funding of this event with Mr. Ing six years ago, scored the top prize this year with a hair-raising victory over **Edward Kim** of Seattle. IGS denizens know Hsiang as "Nomad": he has won two major tournaments there.

An open section was added to this tournament this year, with six rounds scattered through the evenings and both weekends. Although nearly 100 people signed up, many found that participating in this event and the US Open left them too little time for other events and casual play. This event is likely to return to its invitational-only format next year.

### **THE MICHAEL REDMOND CUP (directed by Noné Redmond)**

**James Chien**, the male half of the winning Pairs team, also faced fellow Californian **Timothy Law** in the Senior Finals of the Second Michael

# THE REDMOND CUP FINAL MATCH

comments by Michael Redmond

White James Chien 6D

Black: Timothy Law 2D

*The winner of this game (Chien) will play for the US in the 1996 World Youth Go Championship.*

White 10 should be at 55.

Black 13 should be at 54.

Black 19 looks too aggressive.

White 38 is a bad move.

White 54 was an over play.

Black 57 could have been at 60. Then W59-B58-W57-Ba-Wb-B67-W68-Bc-W71-Bd.

After 60 in the game, Black could have continued with Black c instead of 61, 63 or any following moves. If White plays a or 71, Black plays d.

*Black resigns at 170.*

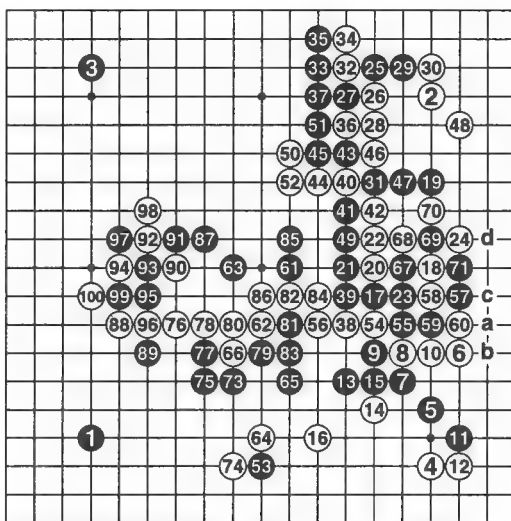
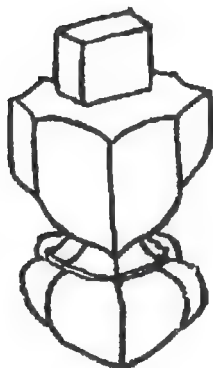


Diagram 1: 1-100 (72 @ 69)

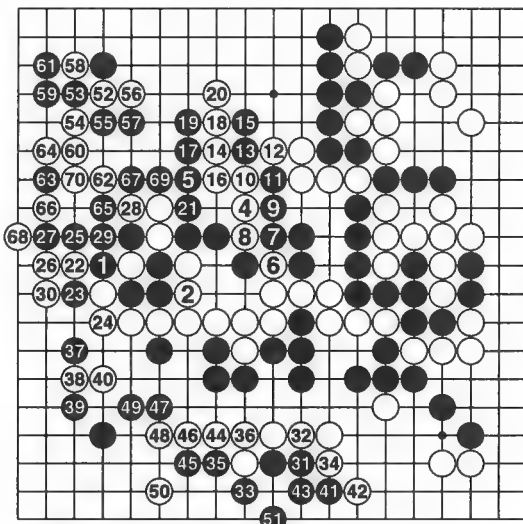


Diagram 2: 101-170 (103 rt of 101)



Redmond Cup, giving him a chance to win a second trip to the Orient — and sure enough, he won the Senior Division for the third straight year. (Their game appears to the left.) But this is not surprising, considering his result in the last two World Youth Go Championships, sponsored by the Ing Go Foundation. Two years ago, in San Francisco, he placed fourth, and he had just returned from this year's event in Amsterdam, where he improved on last year with a third place finish. Selina Chang, who played in the 2nd Redmond Cup, also attended the 12th WYGC representing Canada. Selina was the only player to beat James Chien in the 1995 IGS League.

This year the Junior Division was played in Menlo Park, CA in April. The finalists were **Yinan Chen** and **Bellamy Liu**. Liu lost the first game but came back to win the second and third matches.

## THE 3RD MICHAEL REDMOND CUP

Peter and Noné Redmond, American Ing Go Foundation, American Go Association, and the Internet Go Server (IGS) are proud to announce the third Michael Redmond Cup Tournament, open to players under eighteen years old living in North America. There are two divisions: Junior (under 12) and senior (12-17).

The first phase is a round robin played on the IGS (*IGS League*). The top two finishers in each division then meet face to face to play a three game match, either at the American Ing Center in Menlo Park, CA or at the 1996 US Go Congress. The Michael Redmond Cup Tournament will pay all travel expenses for the finalists and award **\$1,000 in prizes**.

The Michael Redmond Cup also selects the USA representatives in 13th World Youth Go Championship to be held in Seoul, Korea, in the Summer of 1996. (To qualify for the World Youth Go Championship you must meet the age requirements and be a US citizen.)

All young players are encouraged to join the IGS League, regardless of their go level. Many participants in the first two Redmond Cups will be happy to know that James Chien, who won the Senior Cup twice, is finally over the hill! If there are enough entrants, the Senior league division will be divided into an Open and a Handicap section (with prizes of course). The participants will enjoy playing other young players near their own level and will have the opportunity to make new friends on the go server.

The registration deadline is Dec. 1, 1995. Write **Noné Redmond** at 14245 Echo Ridge Road, Nevada City, CA 95959 or e-mail **Mike Bull** at [bull@netcom.com](mailto:bull@netcom.com) (manray on IGF).

Michael Redmond learned to play Go when he was in grade school. By the age of thirteen he had won the Los Angeles Go Tournament three

## FOCUS:The Ing Grant

As one might expect with a grant that is triple the size of the AGA's annual budget, there was considerable interest and discussion of the management of this grant throughout the week. Phil Straus reported on the use of the money to date. Most of the money went to support tournaments run under the "SST Laws of Go", including three Congress events — the Masters, The Ing Invitational and the Ing Open — and more than a dozen local and regional tournaments throughout the country. Each region's Vice President is authorized to distribute Ing grants to local chapters who are willing to conduct an event under the "SST Laws of Go". Chapters that needed special equipment so that they can use Ing's method of counting received this equipment at no charge. Some organizers view this as a reasonable way to build up the clubs' stock of equipment by acquiring sets of stones for free. Chapters that used the money in this fashion unanimously reported very successful experiences. Although some members of some clubs were opposed in principle to taking the money at first, once the actual event occurred much of the resistance seemed to dissolve. In some cases, with the extra money for prizes and publicity, attendance almost doubled; in others, tournaments occurred where there had been none before. One organizer used a grant to bring Yi-lun Yang from Los Angeles for the event.

If you or your chapter wants to take advantage of this type of sponsorship, just contact your regional Vice President. You won't believe how easy it is!

The other major expense pertained to education efforts, coordinated by Western VP Larry Gross and largely inspired by None Redmond, the AGA's (somewhat) newly appointed Youth Coordinator. She modestly claimed that her only credential is her famous son — Michael Redmond, the Nihon Kiin 7-Dan who is the strongest Westerner to ever play the game, a fine credential indeed! But her dignified and plucky presence at meetings throughout the week revealed a level of experience with fund-raising, and a spirit of optimism and determination that was catching. Four full scholarships to the Congress were awarded this year. There will be more next year if the grant is renewed.

Gross reported that he had located a craftsman in Los Angeles, Ron Doctors, capable of making magnetic demo boards at a reasonable price. Having received formal teaching proposals from several members and chapters, he made several of these boards available on indefinite loan to go teachers now operating in the public schools. If the grant is renewed, more demo boards will be available for serious teaching projects.

In addition, Gross and Good Move Press are developing a low-cost promotional kit — "Go In A Box". Contents will include a cardboard 9X9 set and glass stones, a copy of the Igo shareware program for IBM computers, a copy of *The Way To Go*, and a membership application. Producing this



## NORTH AMERICAN PAIRS TOURNAMENT (directed by Keith Arnold)

"Pair Go," one participant this year declared, "must have been invented by divorce lawyers." Yet most of the pairs were not married couples, and most of the intra-team sparring was good-natured as 20 teams set forth to win the trip to Japan. In the final round, the favorites — **Ned and Joanne Phipps** — were upset by the team of **James Chien 6D** and **Lee Ann Bowie**, a 5K and one of the Congress organizers. Bowie became the first American kyu-level player ever to win the right to represent the US in international competition — she and Chien will attend the World Pairs Championship in Tokyo this November.

### ETC.

Winners of all the myriad side events were reported in the last *American Go Newsletter*. Of special note, **Keith Arnold** won the "Keith Arnold" award in the self-paired handicap tournament for the fifth straight year. He is the only person to ever hold this prize, given to the dan player who defeats the most kyu players. It was renamed to honor his domination of the prize after it was established as the "Kyu Killer" in 1987. Arnold, who emceed the banquet, commented: "In keeping with Asian tradition, having won this title for five consecutive years, I now expect to be known as Keith Arnold, honorary Keith Arnold."

## PRO EVENTS (directed by Roy Laird)

West Coast events always attract more Asians, because of the proximity to the Orient, and this year two separate Japanese tour groups attended, one from the Nihon Kiin and one from its friendly rival in Osaka, the Kansai Kiin. There was also an especially large contingent of professional players from Asia, as well as our own five North American resident pros. Simultaneous games, lectures, master classes for top players and private lessons abounded, as all of these 18 players worked day and night — literally, with afternoon and evening sessions available — to help us improve our go skills.

Heading the list of attendees were two old friends and familiar figures, **Nakayama Noriyuki 6-Dan** of Japan and **Chun Sam Jho 7-Dan** of Korea. Both of them familiar figures at many Congresses, they could be seen reviewing games



CHUN SAM JHO 7-DAN      NORIYUKI NAKAYAMA 6-DAN

item for a cost of less than \$5, many small sets will be widely disseminated by Gross to schools, clubs, and interested parties.

Two other proposed projects, \$5000 for public relations and \$5000 for an introductory video, remain to be done. After taking out a bit for administration and some capital improvements in the publications area, about \$18,000 of the original \$90,000 given last November remains in the fund, which is kept in the main AGA account.

Participants also discussed the future of this grant. At present, Mr. Ing has requested a detailed accounting of how the first grant has been used, before conveying the second instalment of \$90,000 in the three-year deal that was negotiated in January 1994. A report is being prepared.

Mr. Yang Yu-chia, attending the Congress as Mr. Ing's representative, expressed concern that so few children attended the Congress. It is clear that a stronger focus in this area is an important part of working with the Ing Foundation. Mr. Yang also brought news, later confirmed, that the European Go Federation has decided to adopt the SST Laws of Go as the official rules of European Go Championship.

The AGA's "Simplified Rules of Go" have served the US Open well for several years, and only the final pass by White drew objections when Terry Benson conducted a meeting on Tuesday to review them. The Ing rules have also been used now at many tournaments for several years in the US, and they seem to work well too. Although arcane questions are debated about theoretically possible positions which are difficult to resolve under Ing rules, no situation has arisen that could not be resolved by the Ing rules. A \$1000 reward for the person who constructs such a position is as yet undaimed.

AGA President Phil Straus expressed what seemed to be the prevailing view: as an association of amateur players, we lack the knowledge and experience to judge one rule set superior to another. We use different sets of rules at different times, as suits the purpose. So then, what about adopting the "SST Laws of Go" for the US Open? While some questions were raised on this clearly two-sided issue, a straw poll of the 17 chapter reps revealed a strong pro-"make-a-deal" sentiment (14 to 3), although exact details were not discussed. This is likely to become a hot issue in the months ahead. So if you care, put your two cents in now, by writing or e-mailing your VP, or Straus, or the AGA!

for attendees and renewing their acquaintance with old friends from previous Congresses throughout the week.

The Nihon Kiin's representative this year was **Abe Yoshiteru 9-Dan**, who is famous in Japan as a hard-working analyst with an encyclopedic knowledge of past famous matches and records, and as the author of several go books. His daughter Yumiko is also a professional go player. From the Kansai Kiin in Osaka, **Oyama Kunio 9-Dan** is a former Kansai Kiin tournament champion, and its current director. He and a group of six

dan-level Japanese amateurs were in the middle of quite a junket, having visited the European Congress in Poland, then England and San Francisco before arriving in Seattle. On holiday with Mr. Nakayama's tour group, **Hisajima Kunio 9-Dan** also volunteered to give some simultaneous games. Mr. Hisajima was a finalist in this year's Gosei championship.

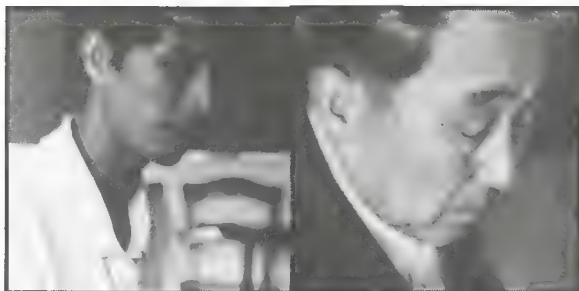


photos by Sarah Small

Abe Yoshiteru 9-Dan

Oyama Kunio 9-Dan

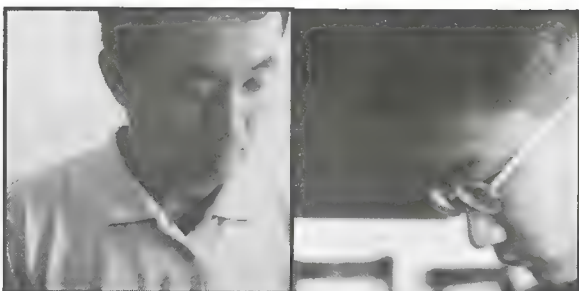
Two professionals visiting from China also gave yeoman service. **Guiyong Liao 9-Dan**, from Szechuan province, just won his 9-Dan rating in July. He is an especially strong fighter in the middle game. **Wang Yuan 8-Dan**, from Canton, also won his current rank in July of this year. **Yongji Huang**, a jolly older fellow who coached many of today's top Chinese pros in the days before the start of the current ranking system, is now living in Chicago and came to the Congress to offer teaching games.



Wang Yuan 8-Dan

Huang Yongji

This year's Korean contingent was larger than in many years. In addition to Mr. Chun, we were pleased to receive a visit from **Hong Tai Sun 7-Dan**, a current director of the Han Kuk Kiwon (Korean Go Association). **Kim Sung Yong**, a teenage 4-Dan who visited with Mr. Hong, was at the time of his visit a finalist in five tournaments. He is considered by some Koreans to be among the strongest players in that country, despite his rank.



Hong Tai Sun 7-Dan

Kim Sung Yong 4-Dan



# THE BOB HIGH SILLY SONG CONTEST

GRAND PRIZE WINNER

(After "The Erie Canal")

by Mark Gilston

Oh I went to my first Go Congress  
Saw a lecture by a pro,  
And I learned that day no matter where I play  
I don't know the first thing about go. (x2)

CHORUS:

Oh the time on the clock was rising,  
And the bowls were a-getting low,  
And I scarce to think I'm gonna find a chink  
To break into his big moyo. (x2)  
My opponent was a caggy one,  
And he had a wicked laugh.  
He'd been stoned for days and made fifty plays  
In a minute and a half. (x2)

CHORUS

Now a fight broke out in the mid-game  
Over Muramasa's sword.  
Boy, was I surprised when I realized  
It was ko for half the board. (x2)

CHORUS

Now the clock it was an Ing one.  
Its the kind that beeps and talks.  
It kept telling me, "You're in byo-yomi"  
With a caterwaul of beeps and squawks. (x2)  
Now the games all around were ending,  
I could hear the losers' groans.  
Then I filled a dame, opponent laughed at me  
Then he captured 15 stones. (x2)

CHORUS

So come all you new go players.  
And a warning take by me;  
No matter how ahead, you will still be dead  
If you fill your own liberty. (x2)

BUDDY, CAN YOU SPARE AN EYE??

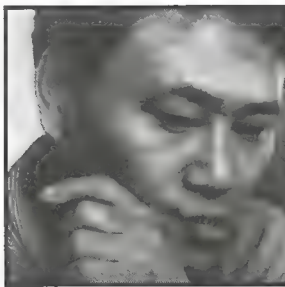
(After "Buddy, Can You Spare a Dime?")

And then there were our resident pros, starting with **Jujo Jiang**, the Bay area resident who won the first North American Masters Tournament. He could often be seen hanging out in the playing area reviewing games with participants, and on the last night he challenged all comers to 9-stone handicap games. The only requirement: three seconds per move! Seldom has anyone collected so many resignations so quickly. As far as we know, only **Joey Hung** (6D, Fremont, CA) survived.



Jujo Jiang, the first American Master

**Yi-lun Yang** 7-Dan of Los Angeles was also in attendance, playing eight to ten games at a time, giving private lessons, commenting on amateur games in the morning and in general fueling the growth of American go in one way or another from morning to night. **Jimmy Cha** 4-Dan, also of Los Angeles, was on hand as a finalist in the Masters Tournament. Always a dangerous man in a big game, Jimmy scored an upset by beating Jujo in the first game of the series, but faltered as the series proceeded. **James Kerwin** 1-Dan, also gave simuls, private lessons and lectures. His best line this year, while analyzing a beautiful professional game: "This way of playing is so natural, I don't know why I don't play this way myself." And **Janice Kim** 1-Dan, on hand to promote her new book *Learn To Play Go*, gave simultaneous games and closed the Congress with a lecture on her own "Ten Commandments of Go" that was very well received.

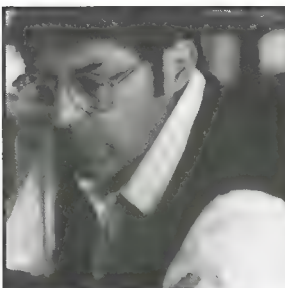


Jimmy Cha 4-Dan



Yi-lun Yang 7-Dan

**Sen Suzuki** 3-Dan, a teaching pro who resides in the Seattle area, did simultaneous play every day and offered private lessons. Special thanks also go to **Kazu-**



James Kerwin 1-Dan



Janice Kim 1-Dan

# MOLASSES “KO”

by Andre Engels and Fred Hansen

In studying the rules of go, the most difficult problems are in understanding kos. The usual ko is a pair of board points where the players might alternate playing, each play capturing the prior move. All rule sets insist that each player make a move elsewhere before recapturing a stone which has just made a capture. Sometimes, however, a semi-repetitive situation can be a good deal more complex, as in the “Molasses ko.” The original composer is unknown, but here is how it works:

It's White's move in Diagram 1.

White is in atari. The only way to do something about it is to take the ko [W1 in Diagram 2]. Now Black is in atari, and since he does not want to play the ko (let's say neither player has sufficiently big ko-threats), he takes the 2 stones [B2]. White is in atari again, and takes the second part of the 2-stage-ko [W3]. Black has no good local move (Black has no local move other than auto-atari in fact), so he plays elsewhere [B4]. If White would tenuki also, Black can take the ko, and will have a favorable 2-stage ko, so White throws in a stone in the 2-point hole [W5]. Black is in atari, and takes the ko [B6]. White is in atari, and takes 2 stones [W7]. Black is in atari, and takes the second stage of the ko [B8]. White plays elsewhere, since he has no good move [W9]. Black throws in [marked stone] to avoid the unfavorable ko.

And we're back at the beginning.

The strangest thing here is not that the series takes 10 moves, there are more ko-like situations that take more than 2 moves, but that during each cycle both players tenuki once. This, for one thing, means that under either the Japanese ko-rule or super-ko-rule the game will in fact carry on while the cycle is being played, each “normal” move however needing 5 moves in total, during which 4 stones are captured. And one has to watch out that one's opponent does not suddenly have enough ko-threats. But in principle, the game could slowly (very slowly, and using very many stones) go on till the endgame, and after the last normal move has been played, the ko will still be lying there.

Because the players play elsewhere during the cycle, no set of rules — Japanese, Chinese, American, Ing, or other — could forbid this repetition. The game simply proceeds slooowly, like strolling through molasses.●●

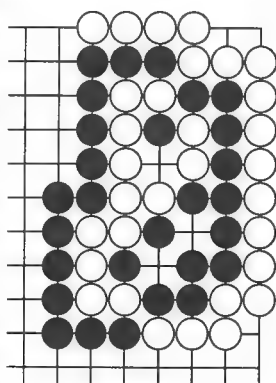


Diagram 1

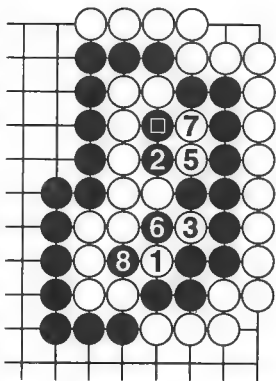


Diagram 2



nari Furuyama 6D, a young former Japanese insei now living in Oregon who gave informal teaching games and game analysis and acted as interpreter for the Japanese pros, especially Mr. Abe, throughout the Congress.

## **BOB HIGH AWARDS: \$1000 and Two Silly Songs**

Bob High was an inspiring figure to all who knew him, and so his memory has inspired two yearly awards. The former Membership Secretary and organizer extraordinaire wrote many articles for the American Go Journal on a variety of subjects related to go, nearly everything from alternate games to play with go equipment to the statistical aspects of the *kadoban* system. Elwyn Berlekamp, the prominent game theorist and author of *Chilling Gets the Last Point*, a mathematical study of the endgame, was so impressed by High's contributions that he established an award in his memory. A prize of \$1000 is awarded each year to the author of the best non-technical article about the game. Special consideration is given to articles that explore unusual aspects of the game, and to humorous pieces and parodies. Submissions can be sent to: Bob High Award, c/o AGA, PO Box 397, New York, NY 10113.

In past years winners have included Peter Shotwell (for his "Go In the Snow" article in *Go World* #70) and Mike Ryan, the author of "Go Culture in the Emerald City", maintaining that the Black Hole club at Citibank in New York was degrading the overall level of go play around the world. This year the prize was won by **William Cobb**, the author of the "Empty Board" series on the relationship of go to Asian philosophy.

High was also an inspired go parodist, having written numerous "Silly Go Songs" and a libretto for *The Honinbo* (after *The Mikado*). A yearly contest for the best new additions to the go parody repertoire was also conducted, and the winning entry appears on page 18.

## **WORLD PREMIERE CONCERT**

Among the perennial Congress attendees are two accomplished concert pianists — Haskell Small, the director of the first Congress in 1984, and Marvin Wolfthal, who gave a solo concert two years ago at the 1993 Congress in Massachusetts. Small has also performed at previous events; in particular, he premiered his composition *A Game of Go*, a two-piano interpretation of a famous game which is shown on the screen as the piece is played, at the 1987 Congress.

Small and Wolfthal have given joint concerts as well, but the event that graced the first Saturday of this Congress was really special. Small began the program with a bit of Scarlatti, a placid interlude that gave no hint of the coming storm. It was followed by Small's composition for two pianos *A Game of Go*, a musical setting of a famous go game which is displayed as the piece is played. The second part was played by local pianist Robert Huw Morgan while Wolfthal operated the projector, using a new system developed by *Many Faces of Go* author Dave Fotland. Then Wolfthal played a new piece by renowned American composer Elliott Carter, a very short

## FOCUS: Education

On Monday night, Youth Coordinator Noné Redmond and Education Coordinator/Western VP Larry Gross convened a meeting of people who are now teaching or might like to teach go in their communities on an organized basis, especially in schools. This meeting drew as many people as the Ing grant meeting, and lots of people had plenty to say. Everyone put a little blue dot on their name tag, and through the rest of week they got acquainted with each others' experiences and ideas.

Many attendees were interested in teaching but didn't know how to start. A curriculum for such a class, and a "cookbook" for how to make it happen, seemed to be universal needs, and Larry and Noné will be working on this over the next year. Jean DeMaiffe of Oregon wants to develop a special newsletter to appeal to children.

Experienced teachers noted that children need a lot of reinforcement. They also find it hard to understand the concept that one takes a handicap when facing a stronger player. The main rule when teaching kids, all agreed, is to keep it simple! Many agreed that it's a good idea to hold tournaments where every child that finishes all the rounds gets a prize. Certificates on parchment-like paper can be made at a good copy shop, and with a gold seal on them, they're a big hit with the little ones!

Noné reported on one teacher, Milton Bradley, who gives a class for parents on how to teach their children go. He also uses a "Rating Ladder", as do several others, to provide kids with a sense of competition and progress.

Bill Cobb, who teaches a course at William and Mary College, noted that in his class, the homework assignment is to play an official game with someone else and report the results. He emphasized that playing strength or progress have no impact on his grading. Anyone who shows up and completes all the papers gets an automatic "B": "A"s are available for doing extra work. Cobb also noted, "If a teacher teaches a go course, then trips to the Congress may be tax deductible." He is also intrigued by the idea of arranging for college students to teach go in the local high school as a form of "community service."

Craig Hutchinson, who has taught math at West Point, described his astonishment when he discovered that many younger children have begun collecting round objects called "Pogs." He introduced go to a youngster, calling it "Go Pogs": "If you capture my Pogs, you keep them till the end of the game, and the same for me." He thinks of this as a way to capture the child's imagination.

A recent visitor to Japan noted that he had seen a very slick introductory go series on public TV there, and wondered how rights to this series could

caprice entitled "90+". Wolfthal played the piece twice because, as he noted, "I may never get to play it again, you may never get to hear it again — and it saved me from having to learn another piece!"

Then after the break, came the highlight of the concert — the world premiere by Small and Wolfthal of Small's two-piano interpretation of Stravinsky's *Rite of Spring*, to a standing ovation.

## AGA HISTORY

On Monday and Thursday, AGA Archivist Craig Hutchinson gave presentations on the history of the AGA and displayed a number of interesting historical artifacts. He had also prepared a 200-page history of the AGA, which is available for \$10 plus \$3 shipping and handling. This book also includes the most comprehensive bibliography of go-related articles and books ever published. Hutchinson has also compiled copies of most, if not all, of the articles about go that have appeared in the American press over the years. For copyright reasons, these cannot be made generally available, but serious scholars and researchers should contact Hutchinson through the AGA for more information.

## CONGRESS COMMERCE

The sudden profusion of book and equipment vendors that is further evidence of the spread of go was evident as four different entities vied with each other for business. **Ishi Press International's** Anton Dovydaitis attended for the entire week, a first for IPI, and introduced a translation of the AGA beginner's book, *The Way To Go*, in Spanish. Sidney Yuan's **Yutopian Enterprises** has entered go publishing in a big way, and offered three titles that were not available last year: *A Compendium of Trick Plays*, *Nei Weiping on Go*, and *Fighting Ko*. The IPI and Yutopian dealers could sometimes be found playing Mah Jongg when business was slow. **Kiseido Press**, a new company started by Ishi Press founder/rival Richard Bozulich, set up shop at the Congress for the first time, offering the first volume of the new series *Get Strong at Go*, and *Go: An Asian Paradigm for Business Strategy*, written by former Nikko Hotels chief Yasuyuki Miura. Janice Kim's **Good Move Press** took a more informal approach, as Michael Simon displayed Good Moves' wares — especially Ms. Kim's new beginner's book, *Learn To Play Go* on a picnic table outside the playing area.

A few players, mostly Canadians, were also seen recording their games with some interesting equipment that was *not* on sale anywhere. Using the Apple "Newton" handheld computer, which features a screen upon which the user can write, and a piece of shareware, these fellows were recording their games by simply touching the proper intersection on a grid displayed on the screen. Comments could also be written in by hand.



be secured, so that perhaps it could be shown here, on cable, public TV, etc.

Several local organizers mentioned successful promotions in local malls. In some cases, the food court is also the local group's clubhouse. One "go guerrilla" goes into the local Borders and puts business-card-sized club ads in copies of go books and go-related books like *Shibumi* on the shelves. With better materials to hand out, they could do better promotion. Craft fairs and festivals are other good venues.

## FOCUS: the Internet

Another topic of prime interest was the Internet, particularly the Internet Go Server. Many IGS'ers who knew each other only as cyberspace entities met in person for the first time. Tim Casey, the IGS's main programmer, led two meetings on the IGS, sharing a little history and answering a lot of technical questions. Casey, who claimed not to be comfortable with public speaking, made his presentations interesting and informative with a laconic, no-punches-pulled style. He briefly reviewed the IGS's history from its inception in February 1992 through its four "sites" to date — University of New Mexico, Berkeley, U. of Penn and now at [igs.nuri.net](http://igs.nuri.net) in Korea. He estimates that he's put in about 5 man-years to date on the project, and Tweet, the other principal operator of IGS, spends about 8 hours per day doing IGS work. Users are predominantly English-speaking, but only about 20-30% of them live in the US. At present, about 1000 games per day are played on the IGS, of which 700 are rated.

Besides the IGS, there was also discussion of plans to develop a web page for the AGA. Mindy McAdams of Toronto and Jeff Shaevell of Austin have grand plans for a page with a click-on map that would tell "hitters" who their local contacts are, give an online tutorial, and offer other features. Watch for it soon.

The Internet's profound impact on go culture was evident, as IGS'ers wrote their login names and E-mail addresses on their name tags, and delighted in frequent "F2Fs" (face-to-face encounters) with people they knew only in cyberspace. Some have found playful and creative ways to use the virtual world of the Internet that would not be possible otherwise. Bill Hewitt of Rochester "creates" alter-egos on the Net in the manner of a D&D role-playing gamer. "I have several entities that I've created, and they seem to develop their own personalities. For example, one seems to play really aggressively; another one is having a hard time getting his rating to improve. If I don't have them play a game in a few weeks, I'll log on with them just to watch a game, because otherwise after 60 days the account is canceled. They're my creations; I can't just let them be killed off." ●

## THE NATIONAL BOARD MEETING

### Limited Membership Goes to \$10: Tournament Registration Fee Enacted

The main issue at this year's National Board Meeting was a proposed doubling of the \$5 limited membership fee, based on Treasurer Polly Muhm's calculation that each limited member costs \$11.74 per year to maintain. Despite questions as to whether this number, which includes both fixed and marginal costs, accurately represents the cost of adding a new member, there was agreement that the cost is higher than the current \$5 fee in effect since 1981.

A number of chapter reps responded as they did when this issue was raised several years ago, objecting that by doubling the fee, potential members would be discouraged from participating in events. The limited membership was intended as a "loss leader" — that is, get 'em on board with \$5 and they'll upgrade. In fact it seems that very few limited members actually convert to full membership. But neither has any special effort been made to get them to do so.

After a period of debate, Jeff Shaevel of Austin proposed a compromise that was immediately adopted. Since most Limited Members join only to play in a tournament, and since most of them play in only one tournament per year, a \$5 tournament registration fee will be enacted. This is not a new category of membership, which according to the by-laws can only be created by the Executive Board. The player remains a non-member, and the fee only allows him/her to participate in that tournament and receive a rating. He/she will also receive a copy of the latest *Newsletter*, the latest *Journal*, and a pitch to support the AGA by joining as a limited or full member. No further services or publications will be provided. If the player wishes to enter another tournament, another \$5 registration fee will be due. And they will receive another packet with the latest *Journal*, *Newsletter*, and pitch letter shortly thereafter.

For \$10, players can also choose to become limited members, play in as many tournaments as they want throughout the year, receive the *American Go Newsletter* and other mailings, and upgrade to full membership (including the *Journal*) for \$15.

### Dropping the Clocks

Historically, the AGA has always helped local organizers to ensure that they have enough clocks for tournaments, by shipping loaners if necessary. This practice contrasts sharply with, for example, the US Chess federation, which expects tournament players to bring their own clocks. Aside from the work involved, this practice is also expensive. Unlike playing equipment, which is reasonably durable, clocks are fragile, and some are broken each time they are shipped.

(cont'd on p. 31)

## NEW FROM YUTOPIAN ENTERPRISES

### 100 Challenging Go Problems for 100 Days of Study

*The Nihon Kiin*

A special selection of problems taken from **Kido** magazine's "Challenge Corner", which offers ranking diplomas to readers who mail in the correct answers to eight or so problems each issue testing the reader on every facet of the game. The book is divided into eight sections: The Opening, The Middle Game, Perception, Sabaki [Fancy Footwork], Reading, Race to Capture, Life and Death, and The Endgame. Each selection comes with an introduction to orient the reader to the theme of that problem, and the solutions are clear and thorough. If one studies the problems seriously, one cannot fail to add depth to one's understanding and build up one's fighting strength as well. Some of the problems would tax the skill of professional players! (Most were adapted from real professional games.) To show the difficulty of each problem, the success rate of the original respondents to the magazine for that particular problem is given. (Problems having a reader success rate of less than 1% were omitted.)

The next best thing to professional training at the Nihon Ki-in!

**PRICE: \$14.95 + \$1.50 s/h**

### Tesuji and Anti-Suji of Go

*by Sakata Eio*

This exhaustive manual shows how sparkling technique can bring one's game alive. 61 "model situations" are examined, in which deadly hane, exquisite placements, and stunning attachments, among many other skillful plays, are shown to be surprisingly effective. These clever plays are contrasted against crude moves ("anti-suji"), showing how thoughtless play can throw away the chance for an advantage. The positions are illustrated with more than 700 diagrams, so explanations can be easily followed, even without setting up the positions on a go board. The layout of the book is ideal for study and review work.

A general introduction sets the stage for the main text, and the book ends with several examples from actual games. The author, Sakata Eio, Honorary Honinbo, includes a number of vignettes, as in **Killer of Go**, which we translated and published last year.

This is both a thoroughly enjoyable exploration into one of the most fascinating aspects of go, and a text which can be invaluable for growing stronger.

**PRICE: \$14.95 + \$1.00 s/h**

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# THE INTERNET

## SPREADS GO KNOWLEDGE

by Mindy McAdams

"Go? What's that?"

You've probably heard it many times. If you've ever wished that more people at least knew what go is, you'll be happy to learn that the Internet is doing its part to help eradicate go ignorance around the world.

You've probably at least heard about the Internet Go Server, which allows people from all over the world to meet and play go online. There's more. Go players in many countries are creating free go information depots on the World Wide Web, enabling all kinds of folks to stumble across the game and giving them ways to connect to the world go community.

The World Wide Web (WWW) is a part of the Internet. It consists of documents, or pages, that can be connected to each other via hypertext. That means you don't need to know some weird Internet incantation to get from one Web page to another; you just click on a highlighted word or phrase or title — and you're there.

The Web lets you include graphics in your documents, and many Web browsers (the software you use to view the pages) display headlines of different sizes. The text looks good, too — almost like a printed page. What this means is that ordinary people (and go players) can create very attractive screens of information, complete with helpful illustrations and go diagrams. Anyone with a Web browser (which now includes most users of America Online and Prodigy, as well as people with a direct Internet connection) can look at these pages. It's great publicity for the game, on a wide (worldwide) scale.

Most of these pages are linked to other go pages, so that finding one will lead people to many more.

### **BASIC INFORMATION**

#### ***(Tell Your Non-player Friends!)***

#### **Go — A Battle in Black and White**

<http://ltiwww.epfl.ch/~warkent/go/rules/rules.html>

(Ken Warkentyne: [warkentyne@di.epfl.ch](mailto:warkentyne@di.epfl.ch))

Information about equipment, basic rules, life and death, and strategy for beginners; includes an example 9x9 game and a keyword index.

#### **An Introduction to Go**

<http://www.well.com/user/mmcadams/gointro.html>

(Mindy McAdams: [mmcadams@well.com](mailto:mmcadams@well.com))

### **Let's Go**

<http://www.cs.vu.nl/~willems/go.html>

(Mark Willems: no address available)

The rules, simply stated, with very nice illustrations.

### **Frequently Asked Questions** (from the newsgroup rec.games.go)

<http://bsdserver.ucsf.edu/faq/top.html>

Adrian Mariano: [adrian@bsdserver.ucsf.edu](mailto:adrian@bsdserver.ucsf.edu)

The answers to 15 questions commonly asked by people who are new to go, or just new to go on computers.

### **David Scholefield's Go Equipment Page**

[http://dcpu1.cs.york.ac.uk:6666/djs/go\\_equipment.html](http://dcpu1.cs.york.ac.uk:6666/djs/go_equipment.html)

(David Scholefield: [djs@minster.york.ac.uk](mailto:djs@minster.york.ac.uk))

A detailed essay about go stones and boards, with color photographs.

### **How to Play Go on the Internet**

(<http://www.well.com/user/mmcadams/igs.howto.html>)

Mindy McAdams: [mmcadams@well.com](mailto:mmcadams@well.com))

Everything you need to know about connecting to the go server and playing go online. (This article was originally published in this journal (AGJ 27:2).)

## ***NOT-SO-BASIC SITES AND DOCUMENTS***

### **The WWW Joseki Dictionary**

(<http://www.cwi.nl/~jansteen/go/games/games-1.html>)

Jan van der Steen: [Jan.van.der.Steen@cwi.nl](mailto:Jan.van.der.Steen@cwi.nl))

This is a giant index of common joseki that pulls in real-game examples from a database. Jan says the database "allows you to access 582,151 positions in 2,634 games." You have to see this!

### **Go in Ancient China**

(<http://www.cwi.nl/~jansteen/go/history/china.html>)

John Fairbairn: [Johnfair@harrowgo.demon.co.uk](mailto:Johnfair@harrowgo.demon.co.uk))

A scholarly history of some length, with reference citations.

### **Mysteries of Weiqi**

<http://ltiwww.epfl.ch/~warkent/go/mystery/index.html>

(Youyi Chen: no address available)

A collection of articles (illustrated) about Chinese legend Ji Xin Wang's ten golden rules of go.

### **1995 North American Masters Tournament**

<http://www.io.com/~shaevel/GO/NoAmMT/>

(Jeff Shaevel: [shaevel@io.com](mailto:shaevel@io.com))

In addition to downloadable game records and details on the tournament, you can get biographical information on (and photos of) the players.

### **Go Songs**

<http://huizen.dds.nl/~engels/songs.html>

(Andre Engels: [csg419@wing.rug.nl](mailto:csg419@wing.rug.nl))

As anyone who has attended the U.S. Go Congress knows, go songs are a hilarious tradition. No doubt this Web page will spread the fun.

### **The Nihon Ki-in**

<http://www.nkb.co.jp/nihonkiin/index.html>

Not much here yet, but there were some Meijin game records the last time I looked (Sept. 20).

### **Go Teaching Ladder Information**

<http://www.mcs.com/~whhosken/home.html>

This is a program through which volunteers comment, by invitation, on the games of weaker players. You can read all the information about this program by following links from this Web page.

### **Internet Go Server (IGS) Information**

<http://bsdserver.ucsf.edu/igs>

Links to a history of the IGS, online etiquette, etc.

## ***BIG LISTS OF GO WEB SITES*** ***(find even more pages!)***

### **The Web Go Page Index**

(<http://ltiwww.epfl.ch/~warkent/go/golinks.html>)

Ken Warkentyne: [warkentyne@di.epfl.ch](mailto:warkentyne@di.epfl.ch))

The biggest and most complete list of go pages on the World Wide Web. If you want to go exploring, come straight here and start clicking!

### **WWW Go Pages Index**

[http://www.cs.mcgill.ca/~bernard/go/go\\_index.html](http://www.cs.mcgill.ca/~bernard/go/go_index.html)

(Bernard Desruisseaux: [bernard@binkley.cs.mcgill.ca](mailto:bernard@binkley.cs.mcgill.ca))

Rivals the page above in size and scope, and it's more attractive (in a Web kind of way).

## ***MULTI-PAGE WEB SITES***

### **Ken's Go Page**

[http://ltiwww.epfl.ch/~warkent/go/go\\_intro.html](http://ltiwww.epfl.ch/~warkent/go/go_intro.html)

(Ken Warkentyne: [warkentyne@di.epfl.ch](mailto:warkentyne@di.epfl.ch))

Highlights include:

*What the heck is this game?*

*Can I play on the Internet?*

*Problems of life and death*

*The Mysteries of Wei Qi*

*Commented games of Wu Qing Yuan (Go Seigen)*

*1996 European Go Congress info*

Ken also provides links to information about shogi, Xiang Qi (Chinese chess) and go-moku.

### **Go, an Addictive Game**

<http://www.cwi.nl/~jansteen/go/go.html>



# WALTZ OF THE IGS PUNDITS

(After "Waltzing Mathilda")

by Ron Snyder

Once a jolly Go-man camped upon the Internet  
Under the shade of his home PC.  
And he sang as he watched and waited for the game to start,  
"You'll share your pundit's opinion with me."

## CHORUS:

Pundit's opinion, pundit's opinion  
You'll share your pundit's opinion with me.  
And he sang as . . . (3rd line of each verse)  
"You'll share your pundit's opinion with me."

Down came two 5-Dans to play upon the IGS,  
Up jumped the Go-man to kibitz with glee.  
And he sang as he tuned in the game upon his monitor,  
"You'll share your pundits opinion with me."

## CHORUS

Up rode the 2D\* (two dee star) mounted on his high horse,  
In came the one kyu and then the three.  
"Are these really 5-Dans, they're playing rather poorly now."  
You'll share your pundits opinion with me.

## CHORUS

The 3K said, "White's group is dead," 1K opined, "Black must resign."  
The 2D chimed, "It's all clear to me."  
If they'd only seen those far, far better moves of mine, . . ."  
You'll share your pundits opinion with me.

## CHORUS

"Aaach," sighed the Go-man, "These kibitzers are hard to take.  
How can so many fools here be?  
How sad it is that talk is cheap when kibitzing on IGS."  
You'll share your pundits opinion with me.

## FINAL CHORUS:

Pundit's opinion, uncouth opinion,  
You'll share your pundit opinion for free.  
You need to say your two cents worth but, paradoxically,  
Your two cents makes no sense at all to me.

Notes: Intended to Improve Comprehension:

5D — An IGS 5-Dan is quite strong, roughly equal to AGA 800.

2D\* — An IGS 2-Dan

The \*(star) indicates a rank derived from 20 or more games on the IGS

IGS — Internet Go Server

D — Dan; K — Kyu

(Jan van der Steen: Jan.van.der.Steen@cwi.nl)

Links from this attractive page: About Go, The Rules, Go Equipment, History of Go, Go Literature, Proverbs, Computer Go, Personal Projects, Internet Resources, Studying Go, Encyclopaedia, and Statistics.

### **Fred Hansen's Home Page**

(<http://www.cs.cmu.edu/afs/cs/user/wjh/public/>

Fred Hansen: fred.hansen@cmu.edu)

Information about U.S. Go clubs, the AGA rules, tournaments, and ratings.

## **60 BOOKS AND EQUIPMENT**

### **Good Move Press**

<http://www.edge.net:80/~gmpress/>

An ad for the book *Learn to Play Go*, Volume I, by Jeong Soo-hyun and Janice Kim; you can view sample pages and even order the book.

### **Yutopian Enterprises**

<http://www.best.com/~webwind/go/gostuff.html>

Order books, Go equipment, software, etc. This page also features the company's quarterly journal, *Go America Extra*, and a sample 9x9 game.

### **Ishi Press**

[http://www.portal.com/~rww/pub\\_ishi.html](http://www.portal.com/~rww/pub_ishi.html)

Order books, Go equipment and other games, software, etc.●●

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### **CONGRESS** from p. 25

The question was raised, do we want to stay in the clock business? Without seeking closure on a solution, Straus highlighted the problem and proposed a period of debate and deliberation, to see whether a solution can be found. Some proposed solutions were not long in coming: Evan Behre pointed out that TDs could offer clocks as prizes, thereby "stocking" their members with clocks that could be brought to subsequent tournaments.

## **NEXT YEAR IN OHIO**

Board members and attendees alike affirmed their gratitude and appreciation to the Seattle organizing team for a job well done — Chris Kirschner, Bill Camp, Lee Ann Bowie, Judith Debel, Jeff Horn, Eddie Lock, Michael Thomas, Clyde Steadman, Jared Roach and David Wick.

The other business of the National Board was to confirm the site of the 1996 Congress, which will be held from July 20-27 on the campus of John Carroll University, in a suburb near the downtown Cleveland area. This will be only the second Congress held in the Central region (the first was in Denver in 1990). Co-directors Duane Burns and Harold Lloyd, faithful attendees at every Congress, are already hard at work planning a super event, which will include the second North American Masters playoff, in which Jujo Jiang will defend his new title. Their well-organized plan was adopted unanimously by the Board. See you there!●●

# MASTERPIECES OF HANDICAP GO

WHITE: IWASA KEI, 6-DAN

4 STONES: INUKAI TSUYOSHI

**Commentary by Kobayashi Koichi 9-Dan, from *Kobayashi Ryu Hissho Oki Go (Yon Shi Kyoku)* by Kobayashi Koichi and Nakayama Noriyuki, published by Koma Shobo, Japan, 1980.**

*Translated by Robert McGuigan.*

## Prime Minister Inukai's Masterpiece

*From ancient to modern times there have been many prominent people who were go lovers, but in terms of character and skill, Inukai Tsuyoshi, who once served as Japan's Prime Minister, is probably number one. The present game was played at the end of the Taisho era (1912-1926) when Iwasa Kei was still 6-Dan. Inukai's handicap was to play alternately with three and four stones. Inukai was posthumously given the rank of pro 3-Dan by the Nihon Ki-in.*

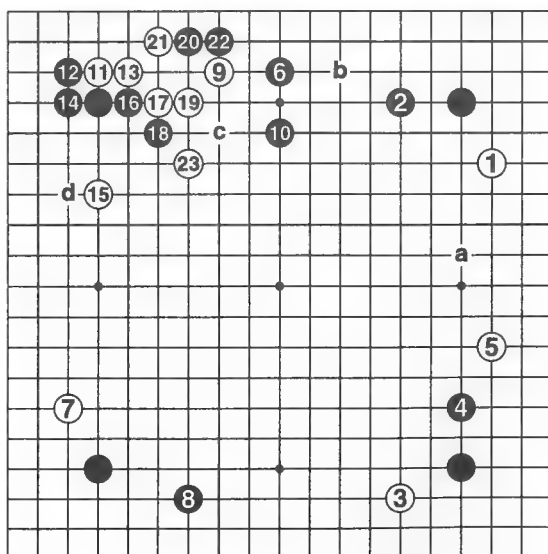
### GAME RECORD 1 (1-23)

**A SPLENDID OPENING** By the Taisho era, the study of the star point had progressed quite far, and the one space jump in answer to an approach was often seen. There is nothing bad about Black 6, but it is only an 80% move. Black *a* is best and strongest. Black 10 is a good move. While defending against White *b*, it glares menacingly at White 9. Remotely it also aims at a Black invasion at *a*.

White 11 looks as if it strengthens Black, but if White were to play 11 at *c* and allow Black to play *d*, the position would become simplified, which is not interesting in the least for White. So White tried playing 15, but...

### A MODEL TESUJI

Black 16 took the urgent point. If White could turn here instead, Black would become quite cramped. Black hit the vital point with 20. Iwasa sensei must have been astounded. Inukai is strong! If he can see such a pro-class move,



Game Record 1: 1-23



“skillful” doesn’t begin to describe him. Weeping, White played 21, allowing Black to undercut him with 22. Black 20, taking profit while harassing the opponent, is the very best sort of move. It is a model tesuji well worth remembering. But what if White had played at 22 with 21, i.e.1 in Diagram 1?

In response to White 1 in the Diagram, Black plays the tesuji of 2. Here again Black undercuts White. Furthermore, it's clear that the marked stone (Black 10 in the game) is well placed.

Since White's future is in doubt here, what should he have done? Actually, White 15 in the game was somewhat unreasonable. Instead, turning at 1 in Diagram 2, or else playing the knight's move of 3 was the proper play. But this was a little too proper, hence not interesting for White.

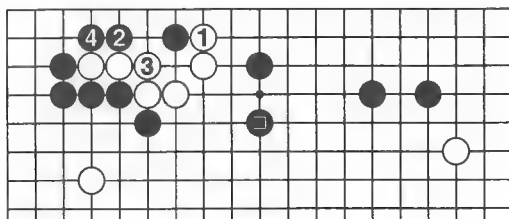


Diagram 1

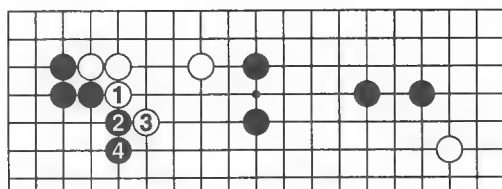


Diagram 2

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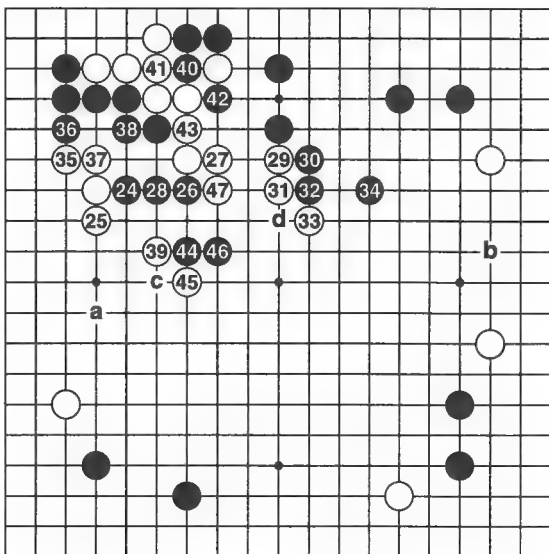
**PO Box 397**

**NEW YORK, NY 10113**

## GAME RECORD 2 (24-47)

**BLACK'S SPLITTING STRATEGY** The go of most celebrities is considered lacking in power, but Inukai's game is really excellent. Black 24, cutting White in two with one stroke, is the only move. If White resists with 1 and 3 in Diagram 3, after Black 8 it is all over for White.

Black 26 and 28 are calm moves, aiming at both Black *a* and Black 31. This is rather painful for White; what if he played 1 of Diagram 4 instead of 27? After Black 4 of that Diagram, it's "curtains" for White.



Game Record 2: 24-47

### WHITE IS VERY

**BUSY** After Black 32, with a Black play at *a* looming, Iwasa sensei must have been trembling with fear. Pushing with 32 and jumping to 34, advancing into the center, also feel good. It seems to be a natural flow. Also, a Black stone at 34 makes an invasion at *b* severe. All together, things have become quite pleasant for Black.

With White 35 through 39, Black's group in the upper left corner seems to be threatened, but in reality this maneuver is intended to help White's group on the upper side.

Will Inukai see through this or not?

**RELENTLESS ADVANCE BY BLACK** Black 40 and 42 are, of course, forcing moves. Black loses the chance to use them later, but now, besides testing the flow of the game, they make White heavy. Black 44 and 46 are good moves

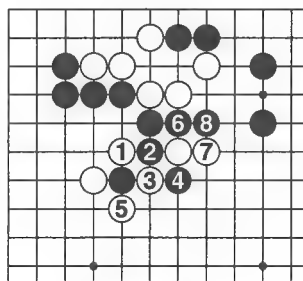


Diagram 3

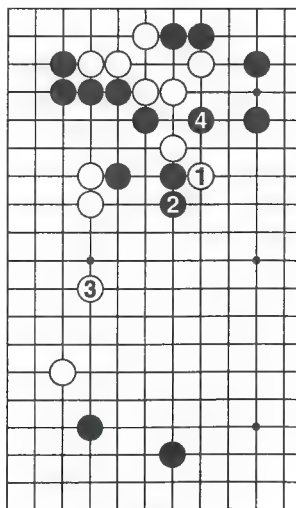


Diagram 4

taking large scale aim at White. Black also leaves behind the cut at *c*. At 44, at first glance you might want to cut at *d*, but that allows White to turn at 47 immediately, making good shape.

White seems to have played 47 to see how Black would connect, but it turned out to be an overplay. How did Inukai take advantage of this move?

### GAME RECORD 3 (48-60)

**CUT!** Black turned at 48 and, after White 49, cut forcefully at 50. This is brute force, but it is the best and strongest move. Instead of 47, White's only move was to connect at 51.

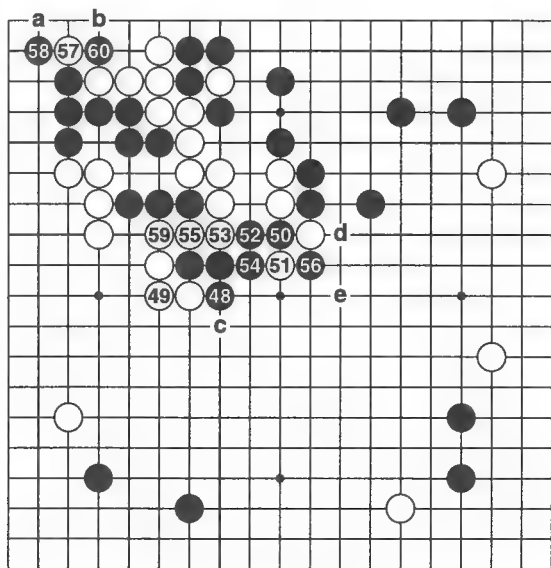
**A RELAXED TEMPO FOR BLACK** From Iwasa sensei's point of view, this is an awful state of affairs, but he can't sit quietly and watch. So with White 51 through 55, he creates a semeai.

Black 56 is an extremely skillful move. Fighting spirit would seem to dictate cutting immediately at 59, but then W57-B58-Wa-B60-Wb creates a ko. In this semeai, White *c* would be a powerful ko threat, so Black erased this ko material with 56, inviting White to connect on a dame point.

**BLACK'S POSTURE OF INVINCIBILITY** White wants to play 59 at *c*, but no matter how much he thinks about it, he doesn't have much ko material. Tearfully, White connected at 59, but Black calmly captured at 60, making himself absolutely safe.

Now the first phase of this game is over. Inukai, having fought well, has made himself thick on the outside, and White has had to play on a lot of dame points. It has been an extremely good start for Black.

Just one more point to make: if Black 56 had been played at 58, this would have had an effect on White's potential territory on the left. Furthermore, if White connects after Black *d*, Black can jump to *e* to go after White's key stones in the center.



Game Record 3: 48-60



## GAME RECORD 4 (61-100)

**INTERESTING MOVES, BUT . . .** White looked for a fight with 61, and Black made an unusual square shape with 62 and 64. There isn't anything actually bad about these moves, but playing 62 at 67 or at 64, aiming at White on both sides and not strengthening White, would be better.

**NOT AFRAID OF KO** Black 66 and 68, not fearing the ko, take a strong stance. When I saw these moves, I knew Inukai's go was not that of an effete gentleman.

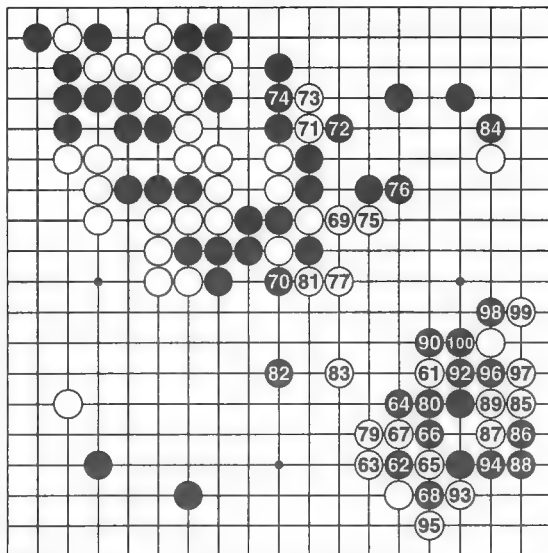
If Black were to play at 1 in Diagram 5, connecting his stones, White could make territory with 2 and 4 while Black's group would be weakened. In the game, White probed with 69 and 71 to test Black's response. White aims to cut at 92 and wants to create ko material.

**BLACK'S S PLENDID RHYTHM** Black 72 and 74 are tesujis. With 75 and 77, White is throwing his weight around. White is afraid that in the confusion, the center will become a Black moyo, so 77 is a natural erasing move. More than that, White is aiming at both the center Black stones and the cut at 80. So Black, too, might feel a little uneasy.

Black 78 and 80 were good moves. Poking his head out, he can aim at White on the left and right. Black continues to show good rhythm.

White 81 is a desperate counterattack. While defending against Black pushing through and cutting, it puts pressure on Black's center group.

**WHITE'S FIERCE PURSUIT** Up to now, Black has played flawlessly. But finally he shows he is human. Black 82 and 84 need no apology, but Black 86 through 94 are a big loss. When White captures two stones, it is as if Black has been playing on dame points. In this area, instead of 86, Black should play



Game Record 4: 61-100 (78@62; 91@65)

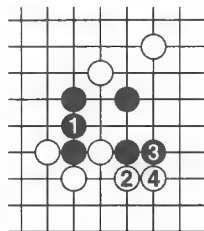


Diagram 5

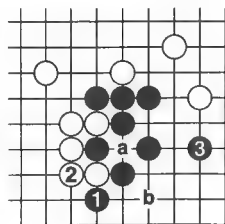


Diagram 6

as in diagram 6. If White 2 is at *a*, then Black 2 - White connects - Black *b* is simple for Black.

## GAME RECORD 5 (101-138)

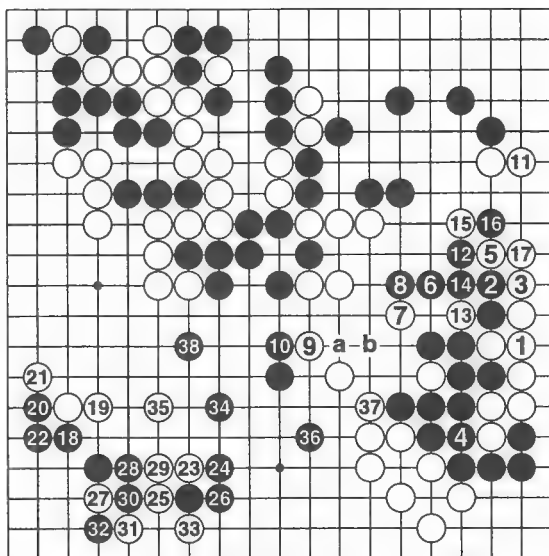
**RECOVERY OF SPIRIT** Except for becoming confused and connecting at 104, Black 96 through White 103, pressing White into a low position, are a remarkable recovery of spirit. White 107 thwarted Black's aim of cutting after Ba-Wb-B109.

And, of course, White is also looking forward to an attack on the Black group in the center. White ended up protecting this weak point.

### AN IMPRESSIVE OPENING

Black pushed at 108 and, after White 109, defended at 110. After this, Black's center group looks quite healthy.

White 111 is quite big territorially. There would be an incredibly big difference if Black were to play at 111 instead of White. But after Black gets sente to play the hane and connection of 120 and 122, its all over. White 123 begins the last skirmish. White tore off part of Black's group, but Black made territory while getting himself together with 136 and 138, and there was nothing left for White to enjoy. At this point, Iwasa sensei resigned. In this game, Black's opening was especially impressive, making this game a good model for study.●●



Game Record 5: 101-138



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In **solution mode**: the computer plays out solutions and the main variations forward or backward at the pre-set speed you select.

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BY JANICE KIM

## LIFE IN B LEAGUE



Rumor has it that a faction of strong amateur players (or SAPs) are disgruntled, not by the postal system, but what has been deemed "pro worship" in the AGA.

For years now it seems Go theorists have pondered the question: Are professionals omnipotent? I believe this debate completely misses the point. One would do well to ask a more pertinent question: Are professionals *benevolent*?

Consider carefully. After all, do they not enjoy killing groups and taking sente away from small children?

In my twilight state I can offer no illumination, but I will say that the day is not far when I shall demand as is my right that every player offer up one prisoner as a sacrifice to me.

No, but seriously, folks. What is the difference between a strong amateur player and a professional? It's not a monetary one, even though the term "professional" usually connotes this in English (another sad Go translation....) No, the major difference I can see is that professionals hate to play atari. This is because there is a lot of paperwork we have to fill out afterwards.

**Coming next in Life in B League:** The Annual Fujitsu News and Bohae Cup Report, including:

- What they were wearing
- Exclusive hotel breakfast menu update
- Best and Worst openings of 1995

Wish me luck (even though by the time you read this, it's probably already over and I'm not sure if positive vibrations can travel backwards in time).

Your friend from B League,

A handwritten signature in cursive script that reads 'Janice Kim'. The signature is written in dark ink and is located at the bottom right of the page.

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